



Mischief at Hogwarts

Charm your friends all night!

Recommended for 4-6 players: Adjust a larger group of players by alternating two players to a game piece (colour).

Before the game begins

- Prepare: pens, paper, 2 plastic cups, 2 same-size bottles, 1 scarf, 11 clothespins (optional), a book.
- If desired: make Felix Felicis and Polyjuice potion (see booklet).
- All players get a score card, then each choose a game piece (colour) and places it in the Courtyard.
- Each player gets a **spell card** (green). Write the spell down on your score card and place it back. Shuffle.
- Roll the dice and place the cat-piece on the cat-symbol with the same number (dice:4 = Place on cat 1/4).
- If there's not enough wands for each player to have their own, divide them on each side of the table.

The course of the game

Every new year begins in the **Courtyard**. You attend a year at Hogwarts by walking through the school: clockwise outer and inner ring, ending with an exam in the center. Move by rolling the dice. When the first player reaches the center, everyone agrees to either do the exam and spend another year at school, or face Voldemort and end the game.

Take the exam as explained on the edge of the board. When the exam is completed the player receives a diploma and jumps to the courtyard to do another year in the same fashion. At your last year in school the exam gets switched with a battle against **Voldemort** (more info on page 3). Move your game piece directly to the courtyard. From **the courtyard** you need to walk up to the Great Hall where Voldemort awaits, he is the last challenge in the game.

If you win against Voldemort the house points of your team are doubled and the game is over. The team with the most points overall wins (see how to calculate the points, page 4).

House points:

The house points are small stones in the four colours of the different houses. Each team collects their colour in separate containers (test tubes). Every time a player gets 10 or more points the team gets one house point. Put a stone in the corresponding test tube. (If you lack these items, use a blackboard/paper to keep score on both teams)

Prefect: (recommended but optional)

Appoint a prefect to lead each team. They delegate tasks and makes sure everyone on their team gets to participate and have a good time.

A prefect can:

- Ask a player on their own team to give their task or duel to another player on their team. This can only be done before the card is drawn. The player that does the task/duel receives the points.
- Ask players on their own team to switch places on the board at any time during the game. **NB!** Only players that are currently in the hallway, not in rooms. Example: Player A is outside the library; player B is on Peeves. After switching places, A is on Peeves and B is outside the library)

All players jot down their own points and keeps it secret, even from their own teammates. This is also true for the prefects. Thus, the prefects should be as observant as possible, trying to make sure everyone gets points. See calculating the points, page 3.

Spells:

Everyone starts the game with a spell each (**green cards**), but can obtain more spells during the game, either by a chance card (yellow) or by doing an assignment at the **library**. The spells are used against the other players in certain situations. To use a spell, you need to grab a wand from the table, point it at the person you wish to jinx and sound the incantation. Each wand can only be used by one person during this period.

You get **5 points** each time you **use** a spell.

Spells may be used when:

- Two or more players meets on the same space.
- A player lands on *Peeves*.

Rooms:

On the board there are three rooms, outlined in purple, with different properties: The library, The room of requirements, and Defence against the dark arts. The rules for each room are written on the edge of the board.

Symbols



Pick a **flashcard (blue)**. Worth **12 points**, unless otherwise is stated. A number in the lower right corner tells which book the question is from. If you want, you can sort them by which books the players have read.



Pick a **duel card (red)** and challenge a player from a competing team. The winner gets as many points as indicated on the card.



Pick a **chance card (yellow)**. With these cards anything can happen! If you are forced to move backwards you may not draw a new chance card even if you land on this symbol again.

NB: If a player refuses to do a task in the game, either a chance card, duel, or anything else, they lose 10 points and 1 house point.



Roll the dice when a player lands on this space to see where **Mrs. Norris** is at. Place the Cat-piece on the space with the same number as the dice (if you rolled a different number than the one you landed on, the cat remains where it is and you are safe). If the cat was already there however, you get caught. You can now choose to pass a turn or get sent to the library to do an assignment (see the edge of the board: The library). A player already standing on a numbered cat is not affected either way.



Moving stairs: When a player lands on a stair they roll the dice. If the dice shows a number that belongs another stair, the stair has moved. The player gets placed on the stair with the same number. If the dice shows the same number as the stair the player is on, or a higher number than any of the stairs, nothing happens.

Peeves: Peeves: When a player lands on Peeves all the other players can be Peeves for a while: Grab a wand and throw all your spells on the unlucky player. If the player knows the protection spell (have previously drawn the Spell card "Protego") and, are able to grab a wand, they can use it to defend themselves. If they defend themselves against one of your spells, the spell is reflected back on you. They only need to use "Protego" once on each player. Every player receives **five points** for each spell used, but can only use each spell once.



Dementors: The player is sent to the *Defence against the dark arts-room* and gets a task. See the edge of the board. Completing the task earns you the spell "expecto patronum", which protects against dementors for the rest of the game. If someone on your team lands on the same dementor as you the spell protects both of you.



After completing your year/s at Hogwarts you have to defeat Voldemort. Walk from the Courtyard to the Great hall. Move one space at a time and answer a question on each one. Correct answers let you move forward and continue. If your answer is incorrect, wait until your next turn before trying again. See how to fight Voldemort on the edge of the board.

Voldemort wins:

Losing against Voldemort is not the end. You "die" and continue as a **ghost**. You now move three steps between every other players' turn. You can move any one direction you want, even through walls. But you can only attack players in the hallways, not in the rooms. You can no longer draw cards, but you earn points by landing on the same space as other players and hitting them with spells. You can also be challenged to duels.

You get **5 points** every time you use a spell. Only those with "Protego" can protect themselves. You can draw a new spell card for every turn.

You win and vanquish Voldemort:

The first player to defeat Voldemort doubles their teams house points and ends the game. Count the stones to find out how many house points each team has.

Calculating points

- Distribute the house points as equally as possible between the team members. Afterwards each player sums up their own points.
- The prefects collect the score cards from their team and finds the card with the lowest score. The score, but not the name, is read aloud. The team with the best (highest) of the lowest scores gets half of this score as a **bonus** for great collaboration (see example on page 4).
- Lastly each team sums up all the points from their players (plus bonus). Multiply the end sum with 7, then divide by the number of players on the team to get the final score for the team.

The team with the best total score wins.

Example:

Team A:

4 players

Players points: 145, 130, 89, (60)

Team B:

3 players

Players points: 120, 105, (92)

$$(92/2 = 46)$$

Team B gets a 46 points bonus.

$$145+130+89+60 = 416$$

$$416 \times 7 = 2912$$

$$2912 / 4 = 728$$

$$120+105+92+46 = 363$$

$$363 \times 7 = 2541$$

$$2541 / 3 = 847$$

Team B won the game.